**Prototype Title**: Civil Support Team Training System

**Organization**: National Guard Bureau (NGB)

**Description**: The mission of Weapons of Mass Destruction (WMD) Civil Support Teams (CSTs) is to support local and state authorities at domestic WMD/NBC (Nuclear, Biological, and Chemical) incident sites. According to lessons learned and recommendations from Doctrine, Training, Leader Development, Organization, Materiel, and Soldier Issues, there is a need to enhance both individual and collective training for CSTs. However, the costs and logistics associated with providing live training for representatives from disperse local and state organizations causes this type of training to be virtually non-existent. Therefore, providing a means for CSTs to conduct collective training via the web can potentially provide a significant benefit for these teams.

**Phase I Research and Development Implications:** Phase I of this Prototype used commercial PC game technologies to allow CSTs to work together in a common simulated environment. An airport was chosen as the virtual, immersive, crisis environment. This simulated environment allows trainees to interactively navigate through a series of situations. In addition, this Prototype addressed the issue of ensuring that the simulation subsystem used was SCORM®-conformant, and it developed a middleware library to allow integration into PC game engines from different vendors.

**Phase II Research and Development Implications:** This Prototype has transitioned to a Phase II R&D effort, which has three primary foci: 1) increase the instructional quality of the system by incorporating a structured, scenario-based approach to training; 2) add simulated teammates, such that an individual can practice team-based exercises when other live members are unavailable; and 3) enhance the intelligent tutoring capability by adding a mentor to provide feedback on individual skills performed in a team setting, both when in three-person performance mode and individual performance mode.

**Significant ADL Contributions**: These will include the lessons that are learned from incorporating game technologies via the web to allow structured team training of geographically dispersed teammates, lessons learned associated with making the simulation used SCORM®-conformant, and lessons learned in developing the middleware software, as well as the middle software itself.

**Phase I Delivery: April 04; Phase II Expected Delivery: June 05**